



XBOX  
LIVE

# DARKVOID

[www.darkvoidgame.com](http://www.darkvoidgame.com)

[www.capcom-unity.com](http://www.capcom-unity.com)

REGISTER FOR EXCLUSIVE OFFERS & NEWS

**REG.CAPCOM.COM**

PhysX Technology provided under license from NVIDIA Corporation.  
Copyright © 2002-2009 NVIDIA Corporation. All rights reserved.

Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the  
Microsoft group of companies and are used under license from Microsoft.



**CAPCOM**



## • Contents •

- |                         |                                  |
|-------------------------|----------------------------------|
| 04. Into the Void       | 16. Items                        |
| 04. Xbox LIVE           | 18. Combat                       |
| 06. Ground Controls     | 20. Advanced Combat              |
| 07. Flight Controls     | 22. Weapons                      |
| 08. Game Screen         | 24. Characters                   |
| 09. Main Menu           | 28. Credits                      |
| 10. Options Menu        | 32. Notes                        |
| 11. Pause Menu          | 35. Publisher Support & Warranty |
| 12. Navigating the Void |                                  |



## • Into the Void •

Under the pounding rain of another night in Nassau, Will, the owner of a struggling cargo delivery operation, prepares his plane for a midnight run. Sirens in the distance echo the cries of an impending World War, but the storm drowns its meaning. The nearby radio buzzes with news of Fascism's threat to spread beyond the borders of Europe, however, from where Will is standing, he can't be bothered.

Coop Williams, Will's best friend of five years, arrives on the tarmac to lend a hand. Following closely behind Coop is the shipments courier, Ava. As Will exits the plane to meet his client, he is surprised to see her, an old flame, standing before him. After an awkward start, the gang takes flight and enters the night sky with Will at the helm and Ava his co-pilot.

Leaving the Bahamas and entering the turbulent air space over the Atlantic, Coop can't help but point out that they've entered the Bermuda Triangle. Thunder cracks, giving voice to the chaos of the storm. Through the clouds, Will sees what can only be explained as a UFO. Its bright lights flood the cockpit and the plane is violently thrown off course. The cockpit's instruments start to go haywire and the plane loses altitude. As the cabin begins to tear at the seams, the crew prepares for a crash landing. The plane rips downward through the clouds, but instead of landing in the sea, it crashes through the forest of a foreign land.

After the impact, Will opens his eyes in the harsh daylight of this different world to discover himself trapped in the Void...

## • Xbox LIVE •

Xbox LIVE® brings more of the entertainment you love right to your living room. Raise the curtain on your own instant movie night with thousands of HD movies, TV shows, and videos downloaded in a snap from Xbox LIVE and Netflix. Find the perfect game for any player with a free trial of hundreds of titles from the largest library available. With downloadable Game Add-Ons like maps, songs, weapons and levels, you'll get more out of every game by putting more into it. And don't forget to connect and play with friends wherever they happen to be. With Xbox LIVE, your fun never ends.

### Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member.

For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to [www.xbox.com/live/countries](http://www.xbox.com/live/countries).

### Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service. And set time limits on how long they can play. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).



# • Ground Controls •

## Xbox 360 Controller



### Cover Controls

- L**: Move Between Cover
- L** + **X**: Vault Over Cover
- RT**: Blind Fire
- LT**: Aim Over
- X**: Leave Cover
- X**: Drop/Vault To Ledge (Move Between Cover)

Note: These are the default controls.

### Menu Controls

- L** or **R**: Navigate Menus
- A**: Confirm Selection
- B**: Previous Screen

# • Flight Controls •

## Xbox 360 Controller



### Barrel Roll

Click and hold both Left Stick and Right Stick then move them either to the right or left.

### Vertical U-Turn

Click Right Stick and move both sticks up or down.

### Kickstart U-Turn

Click Right Stick and move the Left Stick down and the Right Stick up simultaneously.



## • Game Screen •



## • Main Menu •



### Aiming Reticle

This reticle indicates where Will is aiming his gun.

### Radar Display

Displays the area around Will. Red indicators show hostile target locations.

### Weapon Display

Displays Will's currently selected weapon. The numbers indicate how much ammo Will is carrying for that weapon and how much ammo is currently left in the weapon.

### Grenade Display

Shows the amount of grenades that Will has equipped.

### Objective Indicator

Displays the distance and direction of Will's current objective.

### Saving Icon

Indicates when the game is saving data to the hard drive. Do not turn off or reset power while this icon is displayed.

### Play Game

Choose between starting a new game by selecting NEW, continuing your current game by selecting RESUME CAMPAIGN, or playing a specific episode by selecting EPISODES.

### Options

Select this to visit the Options Menu.

### Journals

Allows you to review the various journals and notes that Will has collected on his travels.

### Credits

Access the Credits to view the talented people behind the game.



## • Options Menu •



### Difficulty

Here you can set the difficulty. Choose between CASUAL, NORMAL, and HARDCORE.

### Audio

Adjust the volume in the game as well as turn the subtitles ON and OFF.

### Video

Adjust the brightness of the game.

### Controls

Adjust the reticle sensitivity, invert the Y-axis, or change the button layout.

## • Pause Menu •



### Resume Game

Exits the Pause Menu and allows you to continue playing the game.

### Options

Goes to the Options Menu. For more information on the Options Menu, please see page 10.

### Journal

Allows you to review the various journals that Will has collected on his journey.

### Quit

Exit to the Main Menu or restart the level.



## • Navigating the Void •

### By Land



The Void is filled with varied landscapes of cliff sides, canyons, swamps and more. Will must maneuver in and out of these fields with extreme caution and awareness if he wants to get out of this world alive. After crash landing in the Void, take a minute to orient Will to his new surroundings. The Void is a rocky world where verticality plays a big role in getting around. While moving forward, don't forget to look above and below when thinking about Will's next move.

## • Navigating the Void •

### Vertical Movement

Will can orient himself to quickly move down and up (when equipped with a rocket pack) cliff sides by pressing the **X** button at ledges.

After pressing the **X** button, Will positions himself to either look down or up the face of the cliff. While on a ledge, Will can swap his vertical position by pressing the **Y** button and performing a Vertical Flip. While in this position, Will is able to fire and throw grenades similarly to how he would while standing up. By placing the reticle near adjacent ledges, Will can vault to these locations by pressing the **X** button. Will can leave his vertical cover and jump back onto solid ground by pressing the **A** button.



### Grip

Sometimes Will can overestimate his agility and find himself in dangling dangerously off a cliff. If Will tries to grab onto a ledge while off balance, he risks losing his grip and falling to his death.

When this happens a Grip meter is displayed at the top of the screen and rapidly depletes if Will doesn't snap into action. Mash the button that appears onscreen to make Will regain his balance and refill the Grip meter. If Will can keep the Grip meter filled then he is able to regain composure and hang onto the ledge comfortably.





## • Navigating the Void •

### By Air



Receiving the rocket pack from Tesla opens up a whole new realm for Will to explore. With the rocket pack, Will can enter hover mode to help him navigate through the Void or he may enter flight mode to quickly get from point A to point B. Use the rocket pack early and often until it becomes second nature to Will. The rocket pack is Will's main advantage over his enemies and without it he may not stand a chance.

## • Navigating the Void •

### Hovering

Hovering is vital for navigating between cliffs and spires and can be a lifesaver when Will takes a wrong step or miscalculates a jump. Press the **A** button a second time after jumping to kick the rocket pack into hover mode.

The hover Boost Meter will drain as Will gains altitude. If the rocket pack has gained the boost feature, press the **A** button to boost up into the air. If Will times his boosts correctly, he can hover in place for a short duration of time. To exit hover and begin flying, press the **Y** button.



### Flying

As a seasoned pilot, Will knows his way around the cockpit, but when it comes to flying the rocket pack, he will have to adjust his skills accordingly. Double tap

the **Y** button to enter flight mode and practice weaving in and out of the Void's many obstacles. The incredible maneuverability of the rocket pack allows Will some amazing inflight moves; experiment by clicking the Right and Left sticks while moving in different directions to pull off barrel rolls and quick u-turns. Will may also press the **Y** button while in flight to use the rocket pack's boost feature or press the **X** button to brake and slow down his velocity.





## • Items •

### Weapons

Will can pickup either the weapons or ammo that have been dropped within the Void. After any big battle, make sure to scour the field for dropped weapons and ammo. If Will happens to find himself without enough bullets, then his trip to the Void will almost certainly be cut short.



### Tech Points

Tech Points can be found scattered throughout the Void or may be scavenged from the bodies of fallen Watchers. Collect Tech Points in order to upgrade Will's weaponry and gear.



### Ammo Cache

Ammo Caches are leftovers from previous battles in the Void. Use them to refill the ammo of any weapons Will currently has equipped.



### Tech Point Cache

Tech Point Caches add a large sum of Tech Points to your collection. Keep an eye out for them to greatly increase your Tech Points, allowing for more upgrades to be purchased later on.

## • Items •

### Weapons Locker

Weapons Lockers are scattered throughout the Void and provide Will a quick means to refill his ammo, swap his weapons, and upgrade his weapons, before heading back to combat. Use the Weapon Lockers to adequately arm Will for the road ahead. If Will has accumulated enough Tech Points, he may also use the Weapon Lockers to upgrade his weapons for better control and firepower.



### Journal Entries

Will and Ava aren't the first visitors to come across the Void. Journal Entries from inhabitants of the Void are strewn across the landscape. If Will happens to collect a Journal Entry in the field, access the Pause Menu and select JOURNALS to read it.



### Turrets

Watchers have set up turrets to guard key locations in the Void. If Will can navigate around the defenses, he might be able to man the turrets and use them against the Watchers. Later in his journey, Will can also man transport and Ark turrets as well. Turrets are extremely powerful, carry unlimited ammo, and can sometimes be used to break down doors or fortifications.





## • Combat •

### Weapons

Will can carry two weapons at any one time, in addition to grenades. To fire the gun, press **[F]**. To aim the gun while firing, press and hold **[L]** to aim and **[F]** to fire. To switch between Will's primary and Secondary Fires, use the D-pad.



### Crosshairs

Use the crosshairs to aim Will's primary weapon. When the crosshairs are over an enemy they will turn red.



### Cover

By pressing the **[X]** button near cover, Will ducks behind any available cover to shield himself from enemy fire. To move Will between cover, use the Left Stick left or right and press the **[X]** button. To have Will exit cover, pull down on the Left Stick or press the **[X]** button. While behind cover, Will can blind-fire his gun by pressing **[F]**. Press **[L]** to have Will pop out of cover and aim, then press **[F]** to shoot. If Will's location has been compromised, he can vault over cover for a quick escape by pressing up on the Left Stick while holding the **[X]** button. Will can also take advantage of vertical cover to protect himself from enemies. When hiding behind vertical cover, have Will drop down to the next ledge by pressing the **[X]** button when indicator appears on-screen.



## • Combat •

### Grenades

Aim with the crosshairs using the Right Stick and press **[R]** to throw a grenade. To cook a grenade, press and hold **[R]** before throwing, release **[R]** to throw.



### Melee Combat

When Will gets close enough to knockout an enemy, press the **[B]** button to initiate a melee attack. Melee attacks can instantly kill lesser enemies and deal a great amount of damage to stronger ones.



### Health

When Will takes damage a red arrow flashes on the screen, indicating where the damage came from. As Will takes more damage the screen becomes surrounded by a red haze and the colors start to fade to grey. Will regenerates health over time as long as he is not being hit, so if the screen begins to turn gray, find some cover and wait for Will's health to fully recover.



### Context Sensitive actions

At certain points throughout the game, Will is prompted with certain context sensitive actions, such as entering a turret or boarding an enemy vehicle. To perform these actions simply follow the on-screen instructions.



## • Combat •

### Weapons

Will can carry two weapons at any one time, in addition to grenades. To fire the gun, press **[F]**. To aim the gun while firing, press and hold **[L]** to aim and **[F]** to fire. To switch between Will's primary and Secondary Fires, use the D-pad.



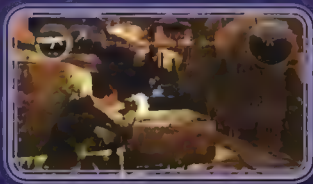
### Crosshairs

Use the crosshairs to aim Will's primary weapon. When the crosshairs are over an enemy they will turn red.



### Cover

By pressing the **[X]** button near cover, Will ducks behind any available cover to shield himself from enemy fire. To move Will between cover, use the Left Stick left or right and press the **[X]** button. To have Will exit cover, pull down on the Left Stick or press the **[X]** button. While behind cover, Will can blind-fire his gun by pressing **[F]**. Press **[L]** to have Will pop out of cover and aim, then press **[F]** to shoot. If Will's location has been compromised, he can vault over cover for a quick escape by pressing up on the Left Stick while holding the **[X]** button. Will can also take advantage of vertical cover to protect himself from enemies. When hiding behind vertical cover, have Will drop down to the next ledge by pressing the **[X]** button when indicator appears on-screen.



## • Combat •

### Grenades

Aim with the crosshairs using the Right Stick and press **[R]** to throw a grenade. To cook a grenade, press and hold **[R]** before throwing, release **[R]** to throw.



### Melee Combat

When Will gets close enough to knockout an enemy, press the **[E]** button to initiate a melee attack. Melee attacks can instantly kill lesser enemies and deal a great amount of damage to stronger ones.



### Health

When Will takes damage a red arrow flashes on the screen, indicating where the damage came from. As Will takes more damage the screen becomes surrounded by a red haze and the colors start to fade to grey. Will regenerates health over time as long as he is not being hit, so if the screen begins to turn gray, find some cover and wait for Will's health to fully recover.



### Context Sensitive actions

At certain points throughout the game, Will is prompted with certain context sensitive actions, such as entering a turret or boarding an enemy vehicle. To perform these actions simply follow the on-screen instructions.



## • Advanced Combat •

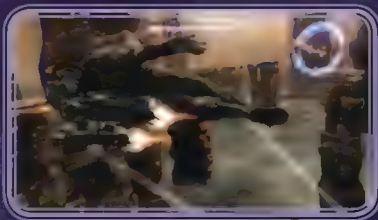
### 360 Degrees of Combat

With the rocket pack fired up, Will is able to maneuver through the battlefield on all of its axes. Will must approach every skirmish by not only accessing what is in front of him and behind him, but also what is above and below him. In the same regard, Will can use the rocket pack to quickly escape a sticky situation or to hover over the enemy and get behind them for a surprise attack. Use the rocket pack during ground combat to think of new and creative ways to attack the enemy.



### Advanced Dog Fighting

To survive an air battle against a Watcher battalion is going to take more than the basics of flight school. Will must master all of the rocket packs abilities in order to attack his enemies in the sky and keep himself and his comrades alive. While in the air, learn how to pull off Avasive measures by experimenting with the Left Stick and Right Stick while they are pressed down. If Will is having problems tracking his enemy, use the **LB** button to show the nearest enemy and track its movement. To get a better understanding of Will's surroundings, use the Flight Freecam to scan the horizon. To use the Flight Freecam, hold the **LB** button and move the Right Stick. Alternatively, Will can glance left, right, down, and backwards by using the D-pad. Lastly, if Will is close enough to an enemy aircraft, he can hijack it by holding the **B** button.



## • Advanced Combat •

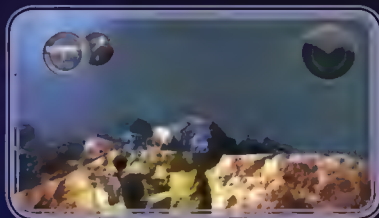
### Skyjacking

Tesla's rocket pack doesn't have to be Will's only means of transportation. During dogfights, get close to a Watcher aircraft and hold the **B** button to board the ship. Will should be able to grab onto the aircraft's exterior, but he still has to fight his way to the cockpit. While dodging Watcher fire, find the security console by navigating around the ship's hull. Once you've found it, hold the **B** button to rip it open. Once the security is down and the cockpit is open, follow the onscreen commands to take out the Watcher and step into the cockpit. To exit the Watcher aircraft, press **B** button twice.



### Vertical Combat

Vertical firefights usually take place on the cliff sides of the Void or within the alien structures of the Watcher's fortresses. During these battles, Will must pay close attention to enemies at his sides as well as above and below him. Fire cautiously from behind cover and only jump to an adjacent platform when it is safe. Use the Left Stick to view your surroundings and spot Watchers in the vicinity. To fire at the Watchers, press **LB** to leave cover and then press **LB** to fire. If Will happens to land on the same platform or ledge as an Enemy, he can press the **B** button while under an enemy to grab them and throw them off the edge.





# • Weapons •

## • GUNS •

### Liberator

Caliber: 7.92x33mm Kurz  
Weight, Loaded: 5.6 kg  
Length: 800 mm  
Rate of Fire: 15 rounds per sec  
Magazine: 60 Bullets  
Operation: Can kill multiple enemies at close range using a high rate of fire and large clip.

### Oppressor

Caliber: 8.2x50.8mm  
Weight, Loaded: 4.1 kg  
Length: 800 mm  
Rate of Fire: 10 rounds per sec (semi-auto)  
Battery Capacity: 32 Shots  
Operation: Highly accurate mid range weapon.

### Reclaimer

Caliber: 7.62x54mmR  
Weight, Loaded: 3.8 kg  
Length: 1120 mm  
Rate of Fire: 1 round per sec (semi-auto)  
Magazine: 4 Bullets  
Operation: Long range weapon with a scope for aiming.

### Watcher Disintegration Gun

Caliber: 55.88 mm  
Weight, Loaded: 8.6 kg  
Length: 960 mm  
Rate of Fire: 1 shot per sec (semi-auto)  
Gel Cartridge: 8 Shots  
Operation: Fires a projectile that disintegrates anything it makes contact with.

## • GRENADES •

### Tesla Dynamite

Type: Gun Powder Based  
Weight: 1.4 kg  
Length: 32 cm  
Explosive Radius: 5 meters  
Operation: Once armed it has a delay of about 4 seconds before exploding.

### Watcher Fusion Grenade

Type: Energy Based  
Weight: 0.7 kg  
Length: 16 cm  
Explosive Radius: 8 meters  
Operation: Once detonated, creates a slow growing energy field that will disintegrate anyone inside it.

# • Weapons •



## Upgrades

Using a Weapons Locker, Will can upgrade his weaponry by spending the Tech Points he has accumulated. Select any of Will's weapons, or even his Rocket Pack, with the **A** button to see a list of the available upgrades. Highlight the upgrade you wish to purchase and then press the **A** button to buy and equip it. However, before you make any purchase, you must check that you have enough Tech Points to buy the upgrade. Upgrades can be used to boost accuracy, increase damage, and much more. Visit the Weapons Lockers often to make sure that Will's gear is always state of the art.





## • Characters •

## • Characters •

### Ava

Strong and fearless, Ava is a far cry from the damsel in distress. Ava and Will's current adventure begins at the Nassau airfield, but their romantic history dates further back. Tension is thick whenever the two are in the same room, but they each respect the other's strengths and abilities. After entering the Void, Ava proves herself to be a highly capable companion in such dangerous lands.

### Will

Will has always had a vague sense that he was different, a gnawing feeling in the back of his mind that he was supposed to be someone, do something extraordinary. As far back as he can remember, anytime he would apply himself to something, he would quickly outdistance his peers only to lose interest and drop it when the challenge had gone. His promising career as a military pilot, in which he pulled off the first air-to-air plane jacking, came to an end when he was dismissed for insubordination. His aptitude for flying and questionable job history has landed Will in Nassau where his talents are put to work in a small shipping business.



## • Characters •

### Tavi

Tavi was born and raised within the Void, but chose to follow a different path than those of his fellow tribesmen. Tavi works as an assistant for Tesla and is a vital member of the resistance against the Watchers.

### Nikola Tesla

Tesla is a Serbian inventor, engineer, and overall genius who specializes in the fields of magnetism and electricity. Tesla is described as the inventor of the Modern Age and the man who shed light over the Earth. Tesla's life is one of mystery, filled with rumors and legends of his strange experiments.

## • Characters •

### The Survivors

Survivors are individuals stranded in the Void. They have banded together and are fighting against enslavement by strange entities known as the Watchers.

### Atem

Atem is the mysterious leader of the Survivors. Knowledgeable and deadly, Atem acts as both a sage and a skilled combatant within the resistance. In order to escape the Void, Will will need both Atem's wisdom and firepower to survive.

### The Watchers

The Watchers are a hostile alien race that populates the outer reaches of the Void. They are highly intelligent beings with a strong aptitude for technology and robotics. However, little is known of their society or their goals.



# • Credits •

# • Credits •

## Airtight Games

**Executive Producer**  
Jim Deal

**Technical Director**  
Jared Nottle

**Art Director**  
Matt Brunner

**Co-Founder, Airtight Games**  
Ed Fries

**Lead Designer**  
Jose Perez III

**Senior Project Leads**

**Senior Producer**  
Rob Olson

**Animation Lead**  
Charles Anderson

**Cinematics Lead**  
Doug Magruder

**Lead Character Artist**  
John "Herm" Hermanowski

**Design Production Lead**  
Bradley Rebh

**Test Lead**  
Paul Shinoda

**Environment Lead**  
Brad Shuber

**Audio Lead**  
Tom Smurdon

**Concept / Preproduction Lead**  
Stephen Daniele

**Lead Gameplay Programmer**  
Michael Bowman

**Production Staff**

**Producer**  
Jeff Combos

**Associate Producer**  
Greg Poulos

**Lead Gameplay Designer**  
Pedro Perez IV

**Senior Level Designer**  
Jason Lamparty

**Gameplay Designer**  
Carter McBee

**Level Designers**  
Eric Berger  
Darryl Tavernier  
Yusuke Yazawa

**Writer**  
Jeff Howell

**Additional Writing**  
Angela Delamante

**Lish McBride**

**Senior Programmers**  
Jason Hall  
Greg Heath  
Harold Hirsch  
Mark Pottorf  
Ben Taggart

**Programmers**  
Joseph Boyd  
Mark Burkart  
Jonathon Junker  
Joshua Neff  
Michael Sharpe  
Ryan Young  
Build Engineer  
Will Edgette

**Test Intern**  
Dan Strycharse

**Character Artists**  
Elijah Evenson  
Sergey Naygel  
Michael R. Uziel

**Additional Character Art**  
Kevin Quinn

**Technical Art Lead**  
Phillip Heckinger

**Senior Environment Artist**  
Doug Van Home

**Environment Artists**  
Kasey Quevedo  
Sarah Herzog  
James Hill  
Matt Salladay

**Additional Environment Art**  
Eric Berger  
Kirk Gillard

**Lighting Artists**  
Stephen Daniele  
Sarah Herzog  
Jihoon Kim  
Brad Shuber  
Doug Van Home

**Vehicle Artist**  
Kevin Quinn

**FX Lead**  
Joe Cruz

**FX Artist**  
Neil Nafus

**Additional FX Art**  
Jef Johnstone  
Sergey Naygel

**Animators**  
Ping-Ping Hsia  
Woonam Kim  
Justin Kupka  
Jung Oh Lee (Ashley)  
Kim Mickie

**Anthony Partridge**  
Tim Sornin  
Nathan Vegdahl  
Drew Mueller  
Animation Intern  
Ben Freedman

**Concept Artists**  
Jihoon Kim  
Chris Madden  
Will Nichols  
Mark Selander

**Additional Concept Art**  
Gerardo Garza  
Andy Hoyas  
Kasey Quevedo  
Brian Snoddy  
Michael R. Uziel

**Concept Consultant**  
Nathan Crowley

**UI / HUD Design**  
Chris Madden

**Bookkeeper**  
Karen Brunner

**Special Thanks:**  
Chris Allar; Rex Chao; Jeff Hydrom; Ben Johnson; Noah Karbo; Matt Obst; Valere Vanderschaegen; Quentin Westcott; Blindlight; Iron Galaxy Studios; Laika Animation Studio, Lakshya Art Production, Omni Interactive Audio, Valkyrie Art Production, Ersen Akkaya (Mentatype); our play-testers; The American Museum of Radio and Electricity; All of our friends and family for their love and support

**New Additions to the Team**  
William Carter Anderson  
Haleana Combs  
Graeme Carroll Hall  
Phoenix Gregory Heath  
Gloria Lynne Magruder  
Anna Faith Nottle  
Elizabeth Estrella Perez

## Capcom Entertainment, Inc.

**Product Development**

**Senior Producer**  
Morgan W. Gray

**Associate Producer**  
Shana T. Bryant

**Vice President of Product Development**  
Scot Bayless

**Director of Production**  
Adam Boyes

**Director of Design**  
Craig Kujawa

**Director of Technology**  
Gary Lake

**Director of Art**  
Jay Dee Alley

**Business Development Manager**  
Chari Andrian

**Senior Planning Producer**  
Erin Krell

**Operations Manager**  
Dave Witcher

**Quality Assurance Manager**  
William James Rompf II

**Test Lead**  
Greg Lewickij

**Capcom Quality Assurance**  
Derek Neal  
Tou Saint Clairborne  
Sean C. Houllihan  
Jared Karklins  
Nathan Karklins  
Taek Yun

**Additional Product Development Staff**  
Daryl Allison  
Brian Fujimoto  
Rey Jimenez  
Alex Jones  
Tim Innes  
Takashi Kubozono  
Sean Mountain  
Niina Ishii Rodgers  
Darryl Shaw  
Mark Talaga  
Robby Zinchak

**Marketing**

**Vice President of Marketing**  
Mona Hamilton

**Director of Brand Marketing**  
Emily Anadu

**Product Marketing**  
Frank Filice  
John Diamonon  
Ryan McDougall

**Senior Director of Communications & Community**  
Chris Kramer

**Public Relations**  
Melody Pfeiffer

**Customer Service**  
Darin Johnston  
Randy Reyes

**Community**  
Seth Killian  
Shawn Baxter  
www.Capcom-Unity.com

**Senior Director of Creative Services & Events**  
Francis Mao

**Creative Services**  
Christine Converse  
Kevin Converse  
Derek Van Dyke  
Stacie Yamaki  
Lindsay Young  
Sissie Chang  
Elisabeth Chiu

**Business Development and Strategic Planning**

**Strategic Planning**  
Christian Svensson  
Seon King  
Dean Borgus

**Legal**  
Estela Lemus  
Theresa Pascual

**IP Department**  
Toshi Hosaka

**Licensing**  
Josh Austin  
Gemma Gioia  
Steve Lee

**Vice President of Operations**  
Louie M. Reyes

**Manual Copy & Design**  
Off Base Productions  
[a.s.h.]

**Special Thanks**  
Hiroshi Tobisawa  
Mark Beaumont  
Kazuo Kano  
Romanus Wong  
Keiji Inafune  
Jun Takeuchi  
Kaori Tsukuda  
Sachiyo Llamas  
Tom James  
Brian Posalski  
Shuhei Yamamoto  
Our friends and family

## Capcom Europe

**Senior Director of Marketing**  
Michael Pattison

**European Marketing Manager**  
Ben Wye-Roberts

**European Product Manager**  
Richard Earl

**Director of PR & Community**  
Ben Le Rougetel

**European PR Executive**  
Laura Skelly

**Community Manager**  
Chaira Woolford

**Research and Planning Manager**  
Rhys Cash

**International Business**  
Coordination Manager  
Shigemi Tanaka Lee

**International Business**  
Coordination Assistant  
Mao Sugiyama

**QA & Customer Service Manager**  
Steve Cartwright

**Marketing Services Manager**  
Melissandre Monatus  
Desk Top Publisher  
Jennifer Harrison

**UK**

**Head of Marketing**  
Stuart Turner

**PR Manager**  
Lars Kuehne

**Germany**

**Sales & Marketing Director**  
Michael Auer

**Sales & Marketing Coordinator**  
Denis Hmcl

**Marketing Manager Central Europe**  
Kai Steuwe

**PR Manager Central Europe**  
Lars Kuehne

**France**

**Marketing Manager**  
Nasko Fejza  
PR Manager  
Laure Isambert

## Quality Assurance Team - VMC Game Labs

**Test Manager**  
Keith Earley

**Test Lead**  
Jonathan Allard

**Senior Testers**  
Gabriel Comeau  
Patrick Laviole  
Peter Reid